Japanese Mahjong Scoring (Toudai-Shiki)

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Contents

1   Introduction

There is a lack of English description of Japanese mahjong scoring. Here I attempt to describe it. Please forward all comments and corrections to me. This page is a revision of a text file I wrote back in 1998.

The most common version of Japanese Mahjong (Maajan [麻雀]) is Toudai-shiki [東大式], which means "version as used by Tokyo University" (I think, I'm not sure). It is one of the "Big 3" Japanese professional Mahjong associations. This is the version I try to describe here.

2   Terminology

The names I will use are in capitals. Alternative names are listed in parentheses. I will try to provide Japanese kanji (in square brackets, using Unicode) and romaji pronunciation when possible. All Japanese vowels are short! This means that "oo" is pronounced like a lengthened short "o," as in "Noooo!!" and "ee" is pronounced like a lengthened short "e," as in "Heyyyyyy!!"

2.1   Scoring Counters

At the beginning of the game, each player receives 27,000 points in counters:

- One 10000 point counter,

- Two 5000 point counters,

- Six ▭ ● ▭ 1000 point counters.
- Ten ▭ ⦂⦂⦂⦂ ▭ 100 point counters.

2.2   Tile Classification

There are 136 tiles, composed of four copies of a 34 tile set. The set of tiles is called Jan-pai [雀牌]. ("Pai" means "tile" or "card"; possibly the term is simplified from Majan-pai [麻雀牌], but no one calls them that.) If you have a Chinese set (or some Japanese sets), your set may come with flowertiles and extra blank tiles. These are not used in Japanese Mahjong.

The tiles can be subdivided into four groups:

- DOTS (balls, circles, coins, buckets, units, pin-zu [筒子]):

- BAMS (bamboos, sticks, hundreds, sou-zu [索子]):

- CRAKS (characters, wan, ten thousands, man-zu [萬子]):
  The original Japanese name is "wan-zu", but "man-zu" is more common:

- CHARS (honors, characters, ju-hai [字牌]):

The Dots, Bams, and Craks are called the three SUITS, and are numbered from 1 through 9. As a group, all of them are called NUMBERS ([数牌] officially shuu-pai, commonly zu-hai). ("Dot," "Bam," and "Crak" are actually rather poor names, as they completely ignore the meanings of the symbols, but they are so common in English we're stuck with them.) The Japanese names for number tiles are created by combining a Chinese number prefix with a suit suffix, but with some idiomatic differences (shown in bold):

	1 "Ii"	2 "Ryan"	3 "San"	4 "Suu"	5 "Uu"	6 "Ryuu"	7 "Chii"	8 "Paa"	9 "Chuu"
Dot "pin"	Iipin	Ryanpin	Sanpin	Suupin	Uupin	Ryuupin	Chiipin	Paapin	Chuupin
Bam "sou"	Iisou	Ryanzou	Sanzou	Sussou	Uusou	Ryuusou	Chiisou	Passou	Chuusou
Crak "wan"	Iiwan	Ryanwan	Sanwan	Suuwan	Uuwan	Ryuuwan	Chiiwan	Paawan	Chuuwan

The Chars are subdivided into four WINDS ([風牌] officially fon-tsu, commonly kaze-hai) and three ELEMENTS (dragons, sangen-pai [三元牌]). Their individual names are:

- Ton [東]: East Wind

- Nan [南]: South Wind

- Shaa [西]: West Wind

- Pei [北]: North Wind

- Haku [白] (officially paipan [白板]): White Board (White Dragon)

- Hatsu [発] (officially ryuufa [緑発]): Green Prosper (Green Dragon)

- Chun [中] (officially honchun [紅中]): Red Middle (Red Dragon)

In most Japanese sets, the Haku will be completely blank, but in most Chinese sets, they will depict a black rectangle. (Here I'm using the rectangle to distinguish from the blank tiles that some sets give.)

Note that the ordering of the elements (white-green-red) are reversed from traditional Chinese ordering (red-green-white).

Some other card terms:

- The twos through eights of the suits are called MIDDLES (Chun-chan-pai [中張牌]).

- The ones and nines of the suits are called TERMINALS (what's the Japanese term for this?).

- The terminals and chars as a group are called ENDS (Yao-chuu-hai [幺九牌], literally "smallest-(and)-nine-tiles", which is somewhat misleading).

This table summarizes these terms:

Of the four winds, one is a ROUND WIND (bakaze [場風]), determined by which round the game is in; one is a POSITION WIND (menfon [門風] "door wind" or tsufon [自風] "self wind"), determined by the position the player is sitting in relative to the dealer (dealer's wind is East, player after dealer is South, player after South is West, player after West is North). If the round wind and the position wind is the same, it is called a DOUBLE WIND (renhoupai, dabu-kaze [ダブ風]). (Sometimes the wind name is in Japanese, e.g., "dabu-ton" is a double East.) All other (two or three) winds are called GUEST WINDs (ota-kaze [客風]).

Most Japanese only play two rounds, so West and North are rarely round winds.

Each tile has a successor. A suit tile's successor is simply a tile in the same suit that is one larger than it. A 9 tile's successor is a 1 tile. Among the winds, the succession sequence is East, South, West, North (the successor of East is South, etc.). Among the elements, the succession sequence is White, Green, Red.

2.3   Hand Composition

A Winning hand is, except for two exceptions, composed of four MELDS (mentsu [面子]) and a PAIR (jantoo, [雀頭]). The two exceptions are the SEVEN PAIRS (chiitoitsu [七対子]) hands (covered in a later section) and the THIRTEEN ENDS (kokushimusoo [国士無双]) hands (covered later in the special hands section).

A pair is two identical tiles.

There are three types of melds:

- SEQ (sequence, shuntsu [順子]): three numbers in a row in the *same suit*.

  Example:

- TRI (triple, koutsu [刻子]): three identical tiles. Example:

- QUAD (quadruple, kantsu [槓子]): four identical tiles. Example:

This means that a winning hand must have 14+K tiles, where K is the number of quads in the hand. 1.4 Win Taxonomy

A hand can be won in (basically) two ways:

- won on DISCARD, in which case the winning tile is some other player's discard;

- won on SELF-DRAW (tsumo [自模]), in which case the winning tile is drawn by the winning player.

- (there is a third way, where the dealer is dealt a winning hand at the start of the game (tenhoo [天和]). This will be covered in the special hands section.)

5

A meld is OPEN (min [明] "exposed") if it was melded by the discards of another player (including a win on discard). Otherwise it is CLOSED (an [暗] "dark") if it was melded "naturally" in one's hand.

A hand is CLOSED (menzen [門前] "door front", short for menzenchin [門前清] "door front pure") if *all* melds that do not contain the winning tile (there are at least three, and four if the winning tile completes a pair) are closed. Otherwise the hand is OPEN. In other words, a closed hand is one where the player never called "chi," "pon," or "kan." (But he may have called "riichi," "tsumo," or "ron.")

A hand is STRONGLY CLOSED if it is closed and was won on self-draw.

A hand is WEAKLY CLOSED if it is closed and was won on discard.

2.4 Pre-win Taxonomy

Before a hand gets the winning tile, it must necessarily be in a WAITING (tenpai [聴牌] "listening to tiles") state, where the (usually 13-tile) hand needs one more tile to win.

3 Scoring

3.1 General Overview

This section provides an overview of the rest of the scoring section.

Only the winning hand is evaluated; all other hands are irrelevant.

First, a TALLY (fu [符]) value is calculated based on the composition of the hand and how the hand was won. (I called this term "abscissa" in an earlier version of this draft.) This number will be an integer, usually between 20 and 70.

Then, an EXPONENTIAL (fan [翻]) value is calculated. The significant portion of the exponential (but not all of it) is based on certain properties of the hand which award MULTIPLIERS (yaku [役]). (Since each multiplier will equal one exponential, you'll often see texts confusing the two terms.) The exponential will usually be less than 10.

The TALLY is multiplied by $2^{EXPONENTIAL}$ (2 raised to the power of EXPONENTIAL), and is then multiplied by another number depending on whether the winner was dealer or not. Finally, the number is rounded to the nearest LIMIT (kan [貫]) and/or hundred.

If the winning hand is a special hand, the tally and exponential method is not used.

3.2 Calculating the Tally

[Note: this section has been revised heavily since the last version. Either they revised the rules, or, more likely, I got a lot of stuff wrong.]

The tally is a sum of five numbers; a BASE score, a CLOSURE bonus, a SELF-DRAW bonus, a COMPOSITION score, and a WAITING score. However, there are two exceptions: the SEVEN PAIRS (chiitoitsu [七対子]) hands and the ALL SEQUENCE (pinfu [平和]) hands.

In this section, the term "points" is used to represent tally points and has no relation with the final points.

3.2.1 Base Score (fuudii [副底] or kihonfu [基本符])

The Base score is always 20 points.

3.2.2 Closure Bonus (menzenron-agari [門前ロンアガリ])

If the hand is weakly closed (player won by opponents discard, but has not used any other discards), add 10 points.

3.2.3 Self-draw Bonus (tsumo-agari [ツモアガリ])

If the hand was won by self-draw, add 2 points. (But note the exception for ALL SEQUENCE hands, below.)

3.2.4 Composition Score

This score is based on the composition of the hand, regardless of readiness or openness.

- The pair is worth:

    - 4 points -- double (round and position) wind;
    - 2 points -- round wind but not position wind;
    - 2 points -- position wind but not round wind;
    - 2 points -- element;
    - no points -- guest wind;
    - no points -- suit.

    Note that the pairs that give points are exactly those SPECIAL CHARS (yakuhai [役牌]) that would give MULTIPLIERS if they were a tri or quad.

- Each seq is worth:

    - no points.

- Each tri is worth:

    - 8 points -- closed end;
    - 4 points -- open end;
    - 4 points -- closed middle;
    - 2 points -- open middle.

- Each quad is worth:

    - 32 points -- closed end;
    - 16 points -- open end;
    - 16 points -- closed middle;
    - 8 points -- open middle.

3.2.5 Ready Score

This score is dependent on how exactly the winning tile came into the hand. There are five essential ways:

1. TWO-SIDED (ryanmen [両面]) -- the tile completed a seq meld that could have been completed by another number three away from it. For example, holding a and readying for a or .

2. CENTRAL (kanchan [嵌張]) -- the tile completed a seq that was between two numbers. For example, holding a and readying for a .

3. EDGE (penchan [辺張]) -- the tile completed a seq that was at the end, and not two-sided or central. For example, holding a and readying for a .

4. HANGING (danki [単騎]) -- the tile completed the pair.

5. DOUBLE-PON (shanpon) -- the hand had two pairs, and the tile made one of them a tri. (AKA "None of the above.")

Note that a hand may be readying to win in more than one way. For instance, a hand may have three melds and the tiles 5557 in one suit. Then it is a central win if the winning tile is a 6, but a hanging win if the winning tile is a 7.

The readying score is calculated like this:

- 0 points -- two-sided;
- 2 points -- central;
- 2 points -- edge;
- 2 points -- hanging;
- 0 points -- double-tri. (Some books may give this points -- however, it is because they are including composition points.)

A rule of thumb to remember this is to think of the 2 points only given if the ready tile was "unique". But this is misleading because of hands that are ready to win in more than one of the five ways.

3.2.6 Exception: Seven Pairs (chiitoitsu [七対子])

A Seven Pairs hand gets a tally of 25 points.

3.2.7 Exception: All Sequence (pinfu [平和])

An All Sequence Hand gets a tally of 30 points if won by opponent's discard, and 20 points if won by self-draw. (Note that there is no self-draw bonus.)

3.3 Calculating the Exponential (fan [翻])

The exponential (fan [翻]) is a sum of three numbers; the MULTIPLIER (yaku [役]) count, the DORA count, and a BASE exponential (bazoro [場ゾロ]).

The multipliers are the crux of the game, and have their own section.

The dora count is based on the dora tile(s), but is only counted for closed hands. At each game, a tile near the end of the wall is turned over, called the dora tile. The successor of that tile is now a scoring tile, adding one to the exponential count for each such tile the player has. Also note these common variants:

- Although not part of Toudai-shiki, some players play with an "ura-dora" (裏ドラ) rule, which creates more dora tiles in the event of a "riichi." When a player wins with riichi, the tile underneath the dora tile is also revealed, and becomes another dora tile.

- Also not part of Toudai-shiki, but also common, is the "kan-dora" rule. When there is a quad meld, another dora tile is flipped over. (It will created another ura-dora tile if those rules are also used.)

The base exponential is always 2.

3.4 Final Score, Limit Checking

3.4.1 Calculation

Start with the tally. If it is even, round it up to the nearest multiple of 10. (The only possible case where the tally is not even is when it is 25 from a Seven Pairs hand.) and multiply it by $2^{exponential}$ (two raised to the power of the exponential score). This is the HAND VALUE.

If the player was dealer, multiply the hand value by 6 (representing each other player paying twice the hand value). If the player was not dealer, multiply the hand value by 4 (representing dealer paying twice the hand value, and the other two players paying the hand value). The resulting product is called the PAYOFF, and should represent approximately what the winner should get.

If the hand was won by discard, then the discarder pays the winner the entire payoff, rounded to the nearest hundred. (If the discarder is dealer, he does not pay double.)

Otherwise, the hand was won by self-draw. Then each player pays the winner the hand value, rounded up to the nearest hundred. (The hand value is doubled if either the winner or the payer is dealer.)

Note that the winner should receive a total amount close to that of the payoff.

3.4.2 Limits

If the hand value is greater than 2000, then instead of using the "actual" hand value, the hand value is reduced to a LIMIT (mankan [満貫]) of 2000 points. (This is reached at about 3 exponentials for tallys greater than 70, about 4 exponentials for tallys greater than 40, and 5 exponentials for smaller tallys.) (Some books will refer to the limit as 8000 or 12000 points. They're talking about the PAYOFF limit.)

The only way to get more than the limit as a hand value is to have a lot of exponentials. The higher values are:

- LIMIT-AND-A-HALF (haneman [ハネ満]): 3000 points. 8 or 9 exponentials.

- DOUBLE LIMIT (baiman [倍満]): 4000 points. 10, 11, or 12 exponentials.

- TRIPLE LIMIT (sanbaiman [３倍満]): 6000 points. 13 exponentials or more.

- QUADRUPLE LIMIT (yakuman [役満]): 8000 points. Special hands.

- SEXTUPLE LIMIT: 12000 points. Really special hands. Not possible in Toudai-shiki, but counted by some variants.

- OCTUPLE LIMIT (daburu yakuman): 16000 points. Some players use this instead of sextuple limits.

3.4.3 Charts

Hand value chart. The following represents how much each hand is worth. This is the amount that would be paid, if there were no dealer bonuses, no limits, and cash were not rounded to 100s. Asterisks represent hand values that are over the limit cutoff (2000). Note that exponentials of less than 3 are not possible in a normal game (there's a base of 2, and a minimum of 1 multiplier).

Tally	Expotential						
	1	2	3	4	5	6	7
20	40	80	160	320	640	1280	2560*
25	50	100	200	400	800	1600	3200*
22-30	60	120	240	480	960	1920	3840*
32-40	80	160	320	640	1280	2560*	5120*
42-50	100	200	400	800	1600	3200*	6400*
52-60	120	240	480	960	1920	3840*	7680*
62-70	140	280	560	1120	2240*	4480*	8960*
72-80	160	320	640	1280	2560*	5120*	10240*
82-90	180	360	720	1440	2880*	5760*	11520*

Dealer wins by self-draw, each player pays twice the hand value, rounded up:

Tally	Expotential								
	3	4	5	6	7	8-9	10-12	13+	Special
20	NP	700	1300	2600	4000 (limit)	6000 (1.5x limit)	8000 (2x limit)	12000 (3x limit)	16000 (4x limit)
25	NP	NP	1600	3200					
22-30	500	1000	2000	3900					
32-40	700	1300	2600						
42-50	800	1600	3200						
52-60	1000	2000	3900	4000 (limit)					
62-70	1200	2300	4000 (limit)						
72-80	1300	2600							
82-90	1500	2900							

(It is impossible for a player to get only 4 exponentials with a tally of 25 and win by self-draw, as 25 requires a seven pairs hand, so the player will get at least

2 exponentials for base, 2 exponentials for seven pairs, and 1 exponential for strongly closed hand.)

Dealer wins by discard, the discarding player pays six times the hand value, rounded up:

Tally	Expotential								
	3	4	5	6	7	8-9	10-12	13+	Special
20	NP	2000	3900	2600					
25	NP	2400	4800	3200					
22-30	1500	2900	5800	3900	12000 (limit)	18000 (1.5x limit)	24000 (2x limit)	36000 (3x limit)	48000 (4x limit)
32-40	2000	3900	7700						
42-50	2400	4800	9600						
52-60	2900	5800	11600	12000 (limit)					
62-70	3400	6800	12000 (limit)						
72-80	3900	7700							
82-90	4400	8700							

Non-dealer wins by self-draw, non-dealer players pay the hand value, rounded up:

Tally	Expotential								
	3	4	5	6	7	8-9	10-12	13+	Special
20	NP	400	700	2600					
25	NP	NP	800	3200					
22-30	300	500	1000	3900	2000 (limit)	3000 (1.5x limit)	4000 (2x limit)	6000 (3x limit)	8000 (4x limit)
32-40	400	700	1300						
42-50	400	800	1600						
52-60	500	1000	2000	2000 (limit)					
62-70	600	1200	2000 (limit)						
72-80	700	1300							
82-90	800	1500							

(Note that the Tally 30, 4 exponentials (and Tally 60, 3 exponentials) is 2000 but is not a limit, as it was rounded up from 1920.)

Non-dealer wins by self-draw, dealer pays twice the hand value, rounded up:

Tally	Expotential								
	3	4	5	6	7	8-9	10-12	13+	Special
20	NP	700	1300	2600					
25	NP	NP	1600	3200					
22-30	500	1000	2000	3900	4000 (limit)	6000 (1.5x limit)	8000 (2x limit)	12000 (3x limit)	16000 (4x limit)
32-40	700	1300	2600						
42-50	800	1600	3200						
52-60	1000	2000	3900	4000 (limit)					
62-70	1200	2300	4000 (limit)						
72-80	1300	2600							
82-90	1500	2900							

Non-dealer wins by discard, the discarding player pays four times the hand value, rounded up:

Tally	Expotential								
	3	4	5	6	7	8-9	10-12	13+	Special
25	NP	1600	1300	2600					
22-30	1000	2000	2000	3900					
32-40	1300	2600	2600			12000 (1.5x limit)	16000 (2x limit)	24000 (3x limit)	32000 (4x limit)
42-50	1600	3200	3200	8000 (limit)	8000 (limit)				
52-60	2000	3900	3900						
62-70	2300	4500	8000 (limit)						
72-80	2600	5200							
82-90	2900	5800							

3.5   Drawn Games (ryuukyoku [流局])

When the last tile is drawn and discarded with no wins, each player shows their hand and announces whether they are ready (tenpai, one tile away from winning) or not ready (noo-ten). The non-ready players have to give a penalty tally (bappu [罰符]), a collective amount of 3000, to the ready players:

- If three people are ready, then the fourth pays 1000 to each one;

- If two people are ready, then they are paid 1500 each -- and each of the other two pays out 1500;

- If one person is ready, he receives 1000 from each of the others.

Obviously, if all four are in the same status, then no money is exchanged.
    If the game is drawn in some other fashion besides running out, then this does not apply.

3.5.1   Ways to draw a game

1. When the tiles run out.

2. When a player is dealt nine DIFFERENT ends, he may declare a drawn game at his FIRST turn AFTER drawing a tile. (The tile may count as one of the nine ends.) This is called "kyuushu yaochuu" [九種幺九].

3. When all players discards the SAME WIND tile in the first round, it is a draw. This is called "suufontsu renda" [四風子連打].

4. When there have been four quads declared, the game is drawn after the next discard. [四開槓], or sometimes "suukansanra" [四槓算了].

5. When four players declare riichi, it is a draw. [四家立直]

6. When three players can all win on the same discard, it's a draw. [三家和], also known as "toriburu ron" ("triple ron").

3.6   Dealer Ante (tsumi)

First off, a dealer may continue to be dealer as long as he wins. (If a situation such as (2.5) occurs, being ready is enough to let the dealer continue.)
    For every "extra" dealer round (i.e., for every round the same person remains dealer except the initial), the dealer takes out a single ⌷⌷⌷⌷ 100

unit stick and places it on his right. There may be many such sticks if the dealer has remained dealer for a long time.

When dealer wins, in addition to the normal payment, they collect 300 points for each such stick placed out. This payment comes from the discarder if it is a win by discard, and split among the players if it is a win by self-draw. (Another way to think of it is that all players must pay the amount that is in the pot, but in the case of a discard, the discarder pays for the other players as well.)

Once another player has won, the dealer takes these sticks back.

However, if it is a drawn game and dealership changes, then the sticks are "passed" on to the next player, who adds a stick of his own.

3.7   Cashing Out

At the end of the agreed upon number of rounds (usually two rounds, an East round and a South round, composed of at least eight hands), points are converted into "final scores" as follows:

First, everyone subtracts 30,000 from their score. Then, the player who has the most points gets a 12,000 bonus (called an "oka").

Another way to think of this is: Every player started with 30,000 points, but contributed 3,000 each to a "pot," which is given to the winning player.

The four scores should add up to 0. These values are then converted to money or match points linearly, as the case may be. Note that this means you could end up with more points than you started with (e.g., 29,000) and still be losing money!

(Sometimes these scores will be rounded to the nearest 1000.)

4   Multipliers

Essentially, certain properties of the hand give multipliers (yaku [役]). At least one multiplier is necessary for the hand to win.

For each property listed here, the number of multipliers it gives is given in parenthesis. (S) denotes a special hand (i.e., gives quadruple limit). Example hands are given, but they are often not the only possible hand with that multiplier. In these example hands, open melds are denoted with the melded discard lying on its side, and closed quads are denoted with two tiles face down.

Most exponentials can be combined with other exponentials; some supersede weaker ones; some require that the hand be closed (but not necessarily strongly closed) -- those are marked with an asterisk (*).

4.1 Summary Chart

Type	Closed	Open	Property	Short Description
Winning	1		Strongly Closed Hand	no use of discards
	1		Riichi	declaring ready
	2		Double Riichi	declaring ready first turn
	1	1	Quad Steal	winning on quad tile
	1	1	Flower on the Mountain	winning on post-quad drawn tile
	1	1	Scooping the Moon From the Sea	winning on last drawn tile
	1	1	Scooping the Fish From the Rivers	winning on last discard
	S		Heaven	dealer winning on initial deal
	S		Earth	non-dealer winning on first turn
Sequences	1		All Sequence	all sequence, two-sided ready
	1		Double Sequence	same sequence twice
	1+2		Double Double Sequence	two sequences twice
	2	1	One Breath	123456789
	2	1	Three Suit	Same Sequence
Tris/Quads	2	2	Double-Double	no sequences
	2	2	Three Suit Same Triple	same numbers in three suits
	2	2	Three Closed Triples	
	2	2	Three Quads	
	S	S	Four Closed Triples	
	S	S	Four Quads	
Ends	1	1	End-less	no ends
	2	1	Dirty End-Full	each meld has an end
	1+2	1+1	Pure End-Full	each meld has a terminal
Terminals	2+3	2+3	Dirty Terminals	each meld is only ends
	2+2	2+2	Dirty (Seven Pairs) Terminals	each pair is only ends
	S	S	Pure Terminals	only terminals
Characters	1	1	Special Chars	elements, round wind, position wind
	S	S	Pure Chars	only characters
	2+2	2+2	Little Three Elements	
	S	S	Big Three Elements	
	S	S	Little Four Joys	
	S	S	Big Four Joys	
Suits	3	2	Dirty One-Suiter	one suit with characters
	3+3	3+2	One-Suiter	one suit, no characters
Structure	1		All Sequence	
	2		Seven Pairs	
	2	2	Double-Double	no sequences
Specific	S	S	Pure Green	only green tiles
	S	S	Nine Lanterns	1112345678999
	S	S	Peerless Kingdom	one of each end

4.1.1 One Multiplier

STRONGLY CLOSED HAND (menzenchin moohoo [門前清模和]) .
Also called "men tsumo," "menzen tsumo," or the really bulky "menzenchin tsumo hoo."

A strongly closed hand (i.e., closed and won on self-draw) gives an exponential.

(1) SPECIAL CHARS (fanpai [翻牌], yakuhai [役牌]) .

A tri or a quad in the following give one multiplier each:

- Any element;
- the round wind;
- the position wind.

A double wind gives two multipliers, accordingly.

(1*) ALL SEQUENCE (pinfu [平和]) .

A hand with no tri or quad melds. Also, the following conditions must be met:

- Must be closed.
- The pair cannot be a special char.
- The ready must be two-sided. (Central, edge, and hanging ready are not allowed.)

The tally score for an All Sequence hand is calculated differently.

(1) END-LESS (tanyaochuu [断幺]) .
Also called "tanyao" for short.

A hand with no end cards.

(1*) DOUBLE SEQUENCE (sister sequence, iipeekoo [一盃口]) .

Two completely identical seqs in the same suit. This hand *must* be closed.

(1*) RIICHI (reach [立直])   During the course of play, if a player's hand is closed and is a ready hand, he may declare riichi on his turn. He exclaims "riichi", positions a [========●========] 1000-unit counter near his discards, discards a tile and positions it horizontally on his discard line, and covers his remaining (usually 13) tiles.

The 1000-unit counter goes to the next person to win a hand. If the round is drawn, it stays in a pot with the dealer's ante, until someone has won a hand.

After this call, he may no longer discard any tiles from his original hand during play.

He may extend a tri to a closed quad if he draws the fourth tile (but not when an opponent discards it). Some play with the rule that a tri cannot be extended to

a closed quad if the set of readying tiles changes, e.g.:

.

In this hand, the set of ready tiles is , but if the player draws a and

creates a closed quad, the set of ready tiles is reduced to just . Some variants would disallow such a quad creation.

A win by a player who has declared riichi gets a multiplier. He gets two multipliers if he has successfully called riichi on his very first discard; this is called a "double" riichi.

Some players play that the horizontal discarded tile is necessary for the riichi; if it is taken, the player must call riichi again on their next turn.

(1) FLOWER ON THE MOUNTAIN (rinjankaihoo [嶺上開花]) .
Also called "rinjan" for short.

One multiplier when the winning tile is a result of drawing the extra tile after completing a quad. The win counts as a self-draw win regardless of how the quad was completed. Some players will play a variant where the payment is all paid by the discarding player if the quad was completed by a discard.

(1) QUAD STEAL ("Rob a kong", chankan [槍槓]) .
This is when the winning tile is one that another player has drawn and has attempted to add to an already-melded tri with it. As winning takes precedence over making a quad, this is legal.

(1) SCOOPING THE MOON FROM THE SEA (haidei raoyue [海底撈月]) .
Also called "haidei" for short, or "haidei tsumo" for the less poetic.

Winning on the last legal tile in the wall. (The identity of that tile changes during quads, of course.)

(1) SCOOPING THE FISH FROM THE RIVERS (houdei raoyui [河底撈魚]) .
Also called "houdei" for short, or "haidei ron" for the less poetic.

Winning on the last legal discard in the game (by another player, of course).

4.1.2 One Multiplier if Open, Two if Closed

(1/2*) ONE BREATH (DRAGON, ikkitsuukan [一気通貫]) .
Also called "itsuu" for short.

Three melds are composed of the tiles from 1 through 9 of the same suit.

(1/2*) (DIRTY) END-FULL (hon chanta yaochuu [混全帯幺九]) .
Also called "chanta" for short.

Every meld must have at least one end card, and the pair must be of an end card.

(1/2*) THREE SUIT SAME SEQUENCE (sanshokudoujun []) .
Also called "sanshiki" or "sanshoku" for short.

The same numerical seq in three suits.

4.1.3   Two Multipliers

(2) THREE SUIT SAME TRIPLE (sanshokudoukoo [三色同刻]) .
Also called "sanshokudoupon."

The same numerical triple in all three suits. Some play this as worth 3 multipliers.

(2*) SEVEN PAIRS (chiitoitsu [七対子]) .
Also called "nikoniko." (Don't ask.)

No melds, just seven pairs. The seven pairs must be distinct (you cannot have four identical tiles and call them two pairs), although some variants relax that restriction. This hand is necessarily closed, and can be combined with exponents that are not meld-specific, such as End-Less.

(2) DOUBLE-DOUBLE (toitoihou [対々和]) .
Also called "toitoi" for short.

No seq melds. Note that if this hand is closed, it will also score for Three Closed Triples or Four Closed Triples.

(2) THREE CLOSED TRIPLES (sanankou [三暗刻]) .

Three melds are tris or quads *and* are closed. (The other meld and the pair need not be closed.)

(2) THREE QUADS (sankantsu [三槓子]) .

Three melds are quads. Some variants have this as three multipliers.

(2) DOUBLE REACH (daburu riichi) .
Calling "riichi" on one's very first discard (and winning). See Riichi for more information.

4.1.4 Two Multipliers if Open, Three if Closed

(2/3*) DIRTY ONE-SUITER (honiisoo [混一色])   Also called "honitsu" or "honichi" for short.

All tiles are in the same suit or a char. (I.e., two suits are completely absent.) There must be chars in the hand (otherwise the hand is a Pure One-Suiter instead).

(2/3*) PURE END-FULL (jun chanta yaochuu [純全帯幺九]) .
Also called "junchan" for short.

The pair and all melds contain an end, and there are no chars. (I.e., every meld contains at least one terminal tile.)

4.1.5 Three Multipliers or More, non-special

(3*) DOUBLE DOUBLE SEQUENCE (double dragon, ryanpeikou [二盃口]) .

Two pairs of completely identical seqs. This hand *must* be closed. Three multipliers. (Actually one multiplier, added to two multipliers from each of the Double Sequences.)

Some variants play this as only two multipliers (i.e., no bonus, as if it were just two doubles).

Cannot be combined with Seven Pairs.

(4) LITTLE THREE ELEMENTS (shou-sangen [小三元]) .

Two melds and a pair of the three elements. Technically, only two multipliers, but two are added from the two element melds to make four.

(5) DIRTY TERMINALS (honroutou [混老頭]) .
Also called "honroo" for short, or "honroutoitoi," as the hand is also a Double-double hand.

All tiles are ends. Technically, only two multipliers -- add two for the Double-double and one for the End-Full (but no bonus, even if the hand is closed) to get a total of 5.

If the hand is a Seven Pairs, it's only four multipliers -- two from Dirty Terminals, two for the Seven Pairs. Sometimes such a hand is called "honroochiitoi."

Some variants play this as only four multipliers total instead of five.

(5/6*) ONE-SUITER (chiniisoo [清一色]) .
Also called "chinitsu" or "chinichi" for short.

All tiles are of one-suit. Cannot add extra suit exponentials like Dirty One-Suiter -- that's already counted. 5 multipliers if open, 6 if closed.

4.1.6 Special (yakuman) Hands (X = hextuple limits, if playing with them)

Several of these hands have a special rule. A player X (not holding the special hand) can be "responsible" for the special hand (usually by discarding the danger tile that was required to make it special). The "responsible" player must pay the entire payoff if the special hand wins by self-draw, and must pay half the payoff if the special hand wins by discarder (and discarder pays the other half).

Note that once a hand is special, all other multipliers are irrelevant. "Doubly-special" hands are meaningless (unless previously agreed upon).

(S) BIG THREE ELEMENTS (dai-sangen [大三元]) .

Three melds of the elements.

Responsible Player: If all three melds are open, the player who discarded the tile leading to the third open meld is responsible.

(S) LITTLE FOUR JOYS (shou-suushi [小四喜]) .

Three melds and a pair of the winds.

Responsible Player: If all three melds are open, the player who discarded the tile leading to the third open meld is responsible.

(X) BIG FOUR JOYS (dai-suushi [小四喜]) .

Four melds of the winds. To distinguish this from the Little Four Joys, some people will play this as a octuple limit, even when they are not playing with sextuple limits.

Responsible Player: If all four melds are open, the player who discarded the tile leading to the fourth open meld is responsible.

### (SX) FOUR CLOSED TRIPLES (suu-ankou [四暗刻]) .

Four melds of tris or quads, all closed. Sextuple limit if the winning tile is part of the pair.

(S) FOUR QUADRUPLES (suu-kantsu [四槓子]) .

Four melds of quads. Note that this is very difficult as the matching tile must be drawn immediately after the fourth quad. (This is because the fourth quad causes a drawn game.)

(S) PURE CHARS (tsu-iisou [字一色]) .

TODOOOO
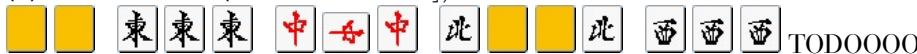
All chars. Can also be seven pairs (rather rare, of course).

(S) PURE TERMINALS (chinroutou [清老頭]) .

All terminals.

(S) PURE GREEN (imperial jade, ryuu-iisou [緑一色]) .
Also called "ooruguriin." ("All Green.")

vv TOOODOOO All tiles are "green only"; i.e., a winning hand composed only of [tiles]. (These tiles are usually all green in Japanese sets, but not so in most Chinese sets.)

(S*) THE NINE LANTERNS (nine gates, chuuren-pootoo [九連宝灯]) .

1112345678999 in one suit, and any other tile in that suit. (Note that no matter what the number the other tile is, the hand can be made into four melds and a pair.) Must be closed, although some variants relax that restriction.
Sextuple limit if the actual ready hand is 1112345678999.

(SX*) PEERLESS KINGDOM (kokushi-musou [国士無双]) .
Sometimes called THIRTEEN ENDS, "kokushi shiisan yaochuu."

One of each of the 13 ends, and any other end. Note that the extra end need not be the winning tile -- but if it is, it's a sextuple limit.

(S*) HEAVEN (going out of the gods, tenhou [天和]) .
Dealer winning from his initial deal of fourteen tiles.

(S*) EARTH (chiihou [地和])   .
Non-dealer winning on their first draw. Only allowed if there are no called melds before that draw. (For instance, if someone melds on dealer's first discard, Chiihou is impossible.)

4.1.7   Other Multipliers

These multipliers are not in official Toudai-shiki, but are rather common in most social play, so they are listed here.

(1*) ONE-OUT (ippatsu [一発])   .
If a player who has called riichi wins before he makes his next discard (this includes winning on self-draw on his next turn), then he gets an extra multiplier.

(2*) OPEN RIICHI (oopun riichi)   .

A player who has called riichi can decide to reveal the readying section to the other players If he manages to win after that, he gets two extra multipliers.

(2) ONE SUIT TRIPLE SEQUENCE (sanrenpon)   .

Three consecutive tris in the same suit, or three identical seqs in the same suit. Some people play this as giving 3 multipliers if closed.

(1) LITTLE THREE SUIT SAME TRIPLE (sanshokushodoukoo [三色小同刻])   .

The same number as the pair and two melds, in three suits. Worth one multiplier.

(L) END DISCARDS (nagashi mankan [流し満貫])   .
If the game is drawn and a player has discarded NO middles, then they win a simple limit game.

(S*) MAN (renhou)   .
Winning in the first round of discards. (Note that if turns are skipped, then the first round is over.)

Some play this as a simple limit, some play this as a triple limit, and some play this as a yakuman.

(S) THIRTEEN BROKEN (shiisanbudoo [十三不塔])   .

Twelve tiles and one pair such that there are NO meldable tiles (with the exception of the tile making the pair). Can only be claimed in the opening deal by dealer, or after the first round draw by non-dealer. Yakuman.

(S) THE CHARIOT (daisharin [大車輪]) .

22334455667788 in one suit. (Note that this is a "seven pair" hand AND a "double sequence" hand.) Some play this is only legal in the dots suit. Yakuman.

(S) ONE SUIT FOUR SEQUENCES .

The same sequence four times.

(S) DEALER EIGHT TIMES .
Winning as the dealer for eight consecutive games.

Some players force the dealer to "retire" after this win, others allow the dealer to continue, winning a yakuman each time from then on.

5 Examples

To Be Written

6 Exercises

To Be Written

7 Variations

Here are some variations I've heard of or seen. These are definitely not Toudai-shiki, and I'm not sure I got all of these right. Some don't really apply to scoring.

7.1 STARTING SCORE

Starting scores of 25000, 26000, 27000, and 30000 have all be seen. In almost all cases, the difference between that score and 30000 is given as an "ante" to the final winner.

7.2 RED TILES (akapai, akago)

Sometimes special "red" versions of the fives in each suit are used. These behave as if they were dora-scoring tiles -- each one is a multiplier, but cannot be used as the necessary minimum exponential.

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7.3   DOUBLE WIN (daburon)

When two people can go out on the same discard, both get to win (instead of traditional rules where the next player in line does) and discarder has to pay both. Some contention over who gets the riichi antes, though.

7.4   SOUTH SIDE NOT READY ([南場不聴])

Usually if the game is drawn, the dealership passes if dealer did not have a ready hand. However, under this variation, dealer keeps dealership, unless the hand after dealer (south) happens to have a ready hand while dealer was not ready.

7.5   DEALER DIFFICULTY ([２翻しばり])

After dealer has won 5 (some people say 7) hands in a row, they now need a minimum of two multipliers to win.

7.6   GO WEST ([西入])

In a normal two-round (East and South) game, if no one has more than 30000 after two complete wind rounds, another "West" round of four hands is played.

7.7   GO NORTH ([北入])

In a "Go West" game, if no one has more than 30000 after a West round, then a "North" round is played.

7.8   YAKITORI("roast bird" [焼鳥])

(Not sure of this.) A penalty levied upon a player who has been unable to win. (The name apparently comes from a pun: The pair is called the "sparrow head", so the four melds and a pair represent a sparrow and its four limbs. A sparrow that has "failed to escape the humans" is a "roast bird."

7.9   YAKIBUTA ("roast pig" [焼豚])

Some sort of "revenge penalty" from a player who has been hurt by the "roast chicken" rule.

7.10   UMA ("Horse")

Instead of a big pot collected by the top player at the end of two rounds, the "pot" is shared by the top two players. Distributions of (+10, +5, -5, -10) and (+20, +10, -10, -20) are common. (The normal game uses (+9, -3, -3, -3)).

7.11   NO QUAD AFTER RIICHI

After calling riichi, a player may not make a quad from their own draws.

7.12 NATURAL WINS

The four ways of getting multipliers that ignore hand composition (flower on the mountain, quad steal, scooping the moon from the sea, scooping the fish from the rivers) cannot be the only multiplier. The hand must be winnable on its own merit. Some play that these can be the only multiplier, but only if the hand was closed.

8 Links

Here are some other sites that describe Japanese Mahjong in English. Hopefully this site is more detailed than those (or else I wasted a lot of time writing this), but you should check them out for comparison.

- Alan Kwan's mahjong page. Alan's a friend of mine. This document isn't based on his, though, even though it may seem like it. `http://home.netvigator.com/~tarot/Mahjong/mj_jap01.txt`

- Tom Sloper's site doesn't really cover Japanese mahjong scoring, but it sure covers a lot. `http://www.sloperama.com/mjfaq.html`

- Hiroyuki's Page covers the gameplay but not the scoring, so it complements this page nicely, I guess. `http://home.earthlink.net/~hirokun/Rule/Rule.html`

- Laurent Delfosse's page was something I came up across while doing this update. He updates this a bit more than me (hopefully that will change). `http://www.delfosse.com/mahjong.html`

- I stole the money counter icons from here. (I forgot where I stole the mahjong icons from, though.) `http://www.bl.mmtr.or.jp/~l6000all/icon.htm`

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